Dastardly Dirigibles™

8+ 2–5 1 hour

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Quick Start Guide

1 Set up the game as shown below and draw a hand of 5 cards.

Each player turns over a card to build the Emporium. The card closest to a Nose Cone goes first.

2 On your turn:

- **Draw up to a hand of 5 cards.**
- **Perform 3 actions.**

(The same action may be used more than once.)

- play 1 airship card and **everyone MUST** play the same part to their airship (even if it means replacing that part)
- play 1 special card
- discard 1 card
- swap 1 card in your hand with an Emporium card
- replace the Emporium with new cards from the deck
- pass

3 When someone completes an airship, score your airships.

- 2 points for each card in your most commonly used suit
- 1 point for each Wild card

2 2 1 2

- 1 point for each card if you have no pairs and no Wilds

1 1 1 1 1

- 20 points for a completed airship with no pairs and no Wilds

- +1 for completing an airship
- +1 for completing an airship first

4 At the end of 3 rounds, the person with the most points is the heir to Professor Hornswoggle's factory.

Tip: Check out the back of the rules for Victorian insults to hurl at your conniving adversaries!